

# Jinglei Shu

CG | 3D Generalist

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## EDUCATION

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### School of Visual Arts (SVA)

New York, NY

Master of Fine Arts, Computer Arts  
concentrating in 3D Animation

09/2024-05/2026

### Central Academy of Fine Arts (CAFA)

Beijing, China

Bachelor of Fine Arts, Animation

09/2019-07/2023

## EXPERIENCE

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### SVA

New York, NY

#### MFA Computer Arts Department 3D Animation and Motion Capture Lab Assistant

08/2025-12/2025

- Supported motion capture projects using Rokoko systems, including full-body and facial capture, data cleanup, and cross-software retargeting. Developed operation guides and technical workflow documentation.
- Maintained motion capture equipment and assisted students and faculty with setup, calibration, troubleshooting.

### Beijing Zaoxing Huitong Technology Co., Ltd.

Beijing, China

#### Immersive Interaction & Projection Planning & Digital Assets & Animation Intern

04/2025-08/2025

- Participated in interaction research and concept development for an immersive projection and gamified installation using Unreal Engine 5 and AI-assisted visualization.
- Modeled, textured, optimized digital assets, and created projection animations visualizing kiln firing processes.

### NetEase, Inc.

Hangzhou, China

#### Game Character Rigging Intern

06/2022-08/2022

- Completed rigging for the "Revelation" project, including "Mid-Autumn festival" costumes and weapons.
- Collaborated with animators to refine rigging solutions.

### Communication University of China

Beijing, China

#### Unreal Engine Level & Environment Design Intern

03/2022-06/2022

- Contributed to the university's 70th-anniversary immersive virtual campus project built in Unreal Engine.
- Led environment and level construction for multiple campus buildings using photo-based reconstruction.

### Beijing Radio & Television Station

Beijing, China

#### Character Modeling & Rigging & Animator Intern

12/2021-01/

- Independently completed 3D part for Our Spring Stage Design, Beijing TV 2022 Spring Festival Gala program.

### Tencent

Beijing, China

#### Character Modeling & Animator | UE Cinematic Animator and Film Editor Intern

11/2021-12/2021

- Character rigging, animation, and UE scene shot editing for "Star Pet" Game Promotion CG Cooperation Project.

### G-bits Network

Beijing, China

#### Unreal Engine Style Exploration & Environment Design Intern

10/2021-11/2021

- Designed and transformed traditional Chinese landscape into immersive 3D environments in Unreal Engine.

## HONORS & AWARDS

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*A Return Letter*, Honorable Mention of Best Short Film Award.

9/2023

*A Return Letter*, Shortlisted for the animation category for

07/2023

the 18th China (Beijing) International Student Animation Festival Award competition unit.

*A Return Letter*, 2023 Central Academy of Fine Arts Graduate Excellent Works Award

07/2023

## SKILLS

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**Computer:** Unreal Engine, Maya, 3D Generative AI, Python (with AI), ZBrush, Substance Painter, Nuke, Photoshop, Premiere, After Effects

**Language:** Chinese Mandarin (native), English (fluent)